King's Quest VI

HEIR TODAY, GONE TOMORROW

SIERRA

833024330

KING'S QUEST VI
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MS-DOS INSTALLATION

There are two ways to play this game: You can play directly from the CD or you can create an install file on your hard disk or floppy disk. In order to save games, you must create an install file. Saving games is like using a bookmark; it allows you to stop playing without losing your place in the game. Next time you play the game, you can continue from where you left off. We recommend installing your game to allow you to do this.

Playing directly from the CD

- *To play the game directly from the CD, you will need to follow the instructions contained in a README file on the CD.*
- *To view the README file, insert the CD into your CD-ROM drive. Type the letter of the CD-ROM drive you have placed the disc into followed by a colon (for example:* ***e:****), and press [ENTER].*
- *Type* ***readme*** *and press [ENTER].*

Playing with an Install File (recommended)

- *This program will create an install file using either a hard disk or a floppy disk.*
- *Running the INSTALL program saves your sound configuration in the install file.*

- *Also, once you have installed the game, you will be able to save your game in progress on the floppy or hard disk containing the install file.*

To run the INSTALL program:

1. *Insert the CD into the CD-ROM drive.*
2. *Type the letter of the CD-ROM drive you have placed the disk into followed by a colon (for example: **e:**), and press [ENTER].*
3. *Type **install** and press [ENTER].*

Follow the instructions of the INSTALL program.

To run the game using the Install File:

1. *Place your CD game disc into your CD-ROM drive.*
2. *Type the name of the drive you installed the game to (for example: **c:**), and press [ENTER].*

   ***Note:** If you installed to a floppy disk, you will need to place that disk in the drive, before you type the name of the drive.*
3. *Type **cd \sierra** and press [ENTER].**
4. *Type **KQ6cd** and press [ENTER].*

   ** If you have installed King's Quest VI to a directory other than the default setting, please type **KQ6cd** from the directory where you installed the game.*

INSTALLATION PROCEDURE FOR MULTIMEDIA WINDOWS MPC Multimedia PC

From the CD *(if there is no SETUP floppy in your game package)*

1. *Insert the game CD into the CD-ROM drive.*
2. *Invoke Windows in Standard mode or Enhanced mode. This is usually done by typing* ***win /s*** *or* ***win /3****, but may be different for your installation. If you are unsure refer to your Windows documentation.*
3. *Select "Run" from the "File" menu.*
4. *Type* ***e:setup*** *where e is the drive letter of your CD-ROM drive. Press [ENTER] or click on "OK".*
5. *The setup program will now run automatically. It will ask whether you wish to output background music for a base-level (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then set up a program group and program icon so that you may play the game.*

FROM THE SETUP FLOPPY *(if there is one in your game package)*

1. *Insert the game CD into the CD-ROM drive.*
2. *Insert the Setup diskette into the* ***a****: drive (or* ***b****: drive).*
3. *Invoke Windows in Standard or Enhanced mode. This is usually done by typing* ***win /s*** *or* ***win /3*** *but may be different for your installation. If you are unsure refer to your Windows documentation.*
4. *Select "Run" from the "File" menu.*
5. *Type* ***a:setup*** *(or* ***b:setup****) and press [ENTER] or click on "OK".*
6. *The setup program will now run automatically. It will suggest a directory for installation but allow you to change it if you wish. It will ask you to enter the drive letter of your CD-ROM drive. It will ask whether you wish to output background music for a base-level synthesizer (i.e., Soundblaster, Pro Audio Spectrum, or Thunderboard) or for an extended synthesizer (i.e., Roland MT-32, LAPC-I, or CM-32L). It will then copy the required files to your hard disk and set up a program group and program icon so that you may play the game.*

NOTE ABOUT SYNTHESIZERS

- *Multimedia Windows defines two types of synthesizers: "base-level" which includes three melodic channels and one percussive channel, and "extended" which includes nine melodic channels and one percussive channel (only if you have selected the Extended synthesizer). You may wish to reference the Windows Help menu in the control panel. Use the Index to find help on changing your MIDI setup.*
- *The channel assignments are 13 thru 16 for base level and 1 thru 10 for extended. You may configure the system depending upon the type of sound equipment installed by using the MIDI Mapper in the control panel.*
- *Sierra's games can play music for either of these configurations. The installation procedure allows you to choose which is appropriate for your system. If you don't know what type of synthesizer you have, just click on "OK" to continue.*
- *If you have a Soundblaster, Pro Audio Spectrum, or Thunderboard; select the Base-level synthesizer.*
- *If you have a Roland MT-32, LAPC-I, or CM-32L, select the Extended synthesizer.*

TO RUN THE GAME

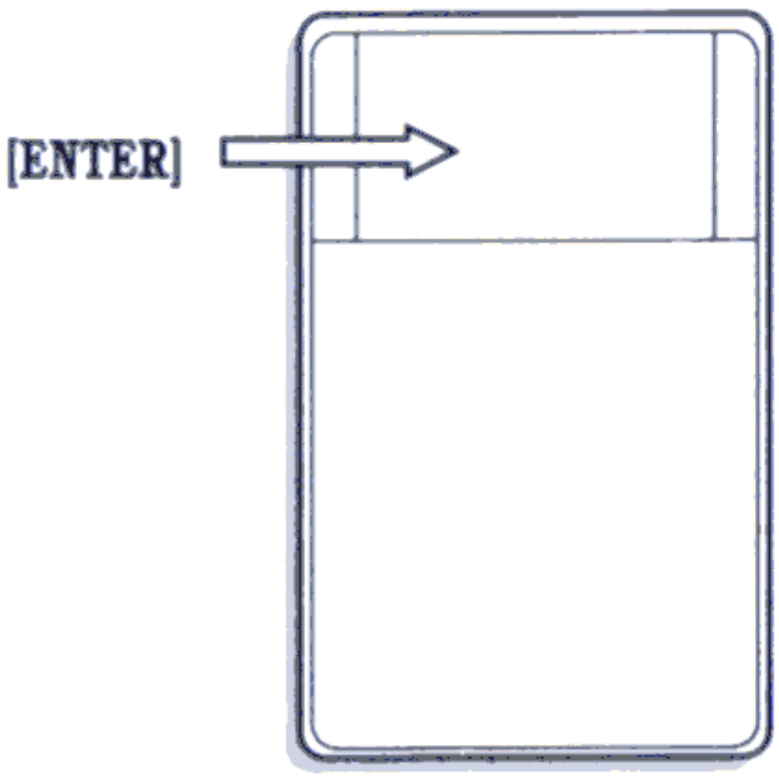
1. *Insert the game CD into the CD-ROM drive.*
2. *Invoke Windows in Standard or Enhanced mode. This is usually done by typing* ***win /s*** *or* ***win /3****, but may be different for your installation.*
3. *Double-click on the "Sierra" group if it is not already open.*
4. *Double-click on the game icon.*

ALL SYSTEMS

Using a Mouse to Play King's Quest VI

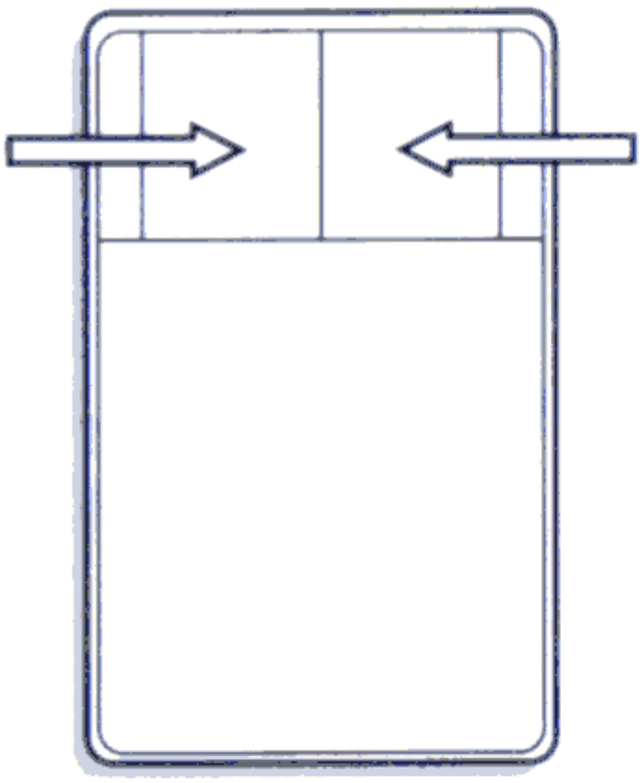
To position the onscreen cursor, move the mouse to the desired position. To move your character, position the cursor at the location to which you want the character to walk and click the mouse button. To execute a command, click the mouse button (multi-button mouse users, click the left button). For more detailed mouse instructions, see below.

1 - Button Mouse



[SHIFT-click]
Cycle through
available cursors.
[Ctrl-Click]
Toggle between
WALK and last
cursor chosen.

2 - Button Mouse

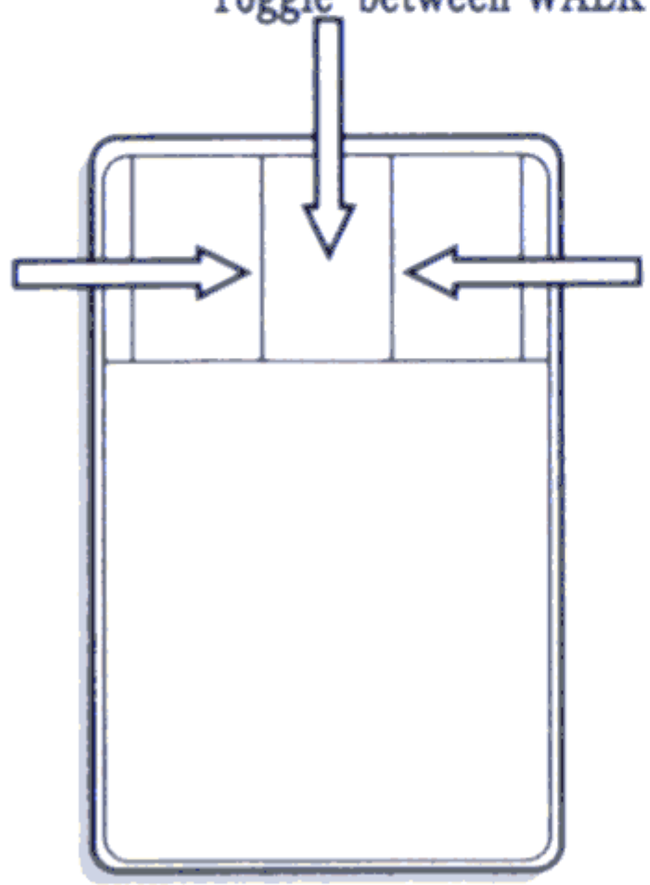


[ENTER]

Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

3 - Button Mouse

Toggle between WALK and last cursor chosen.



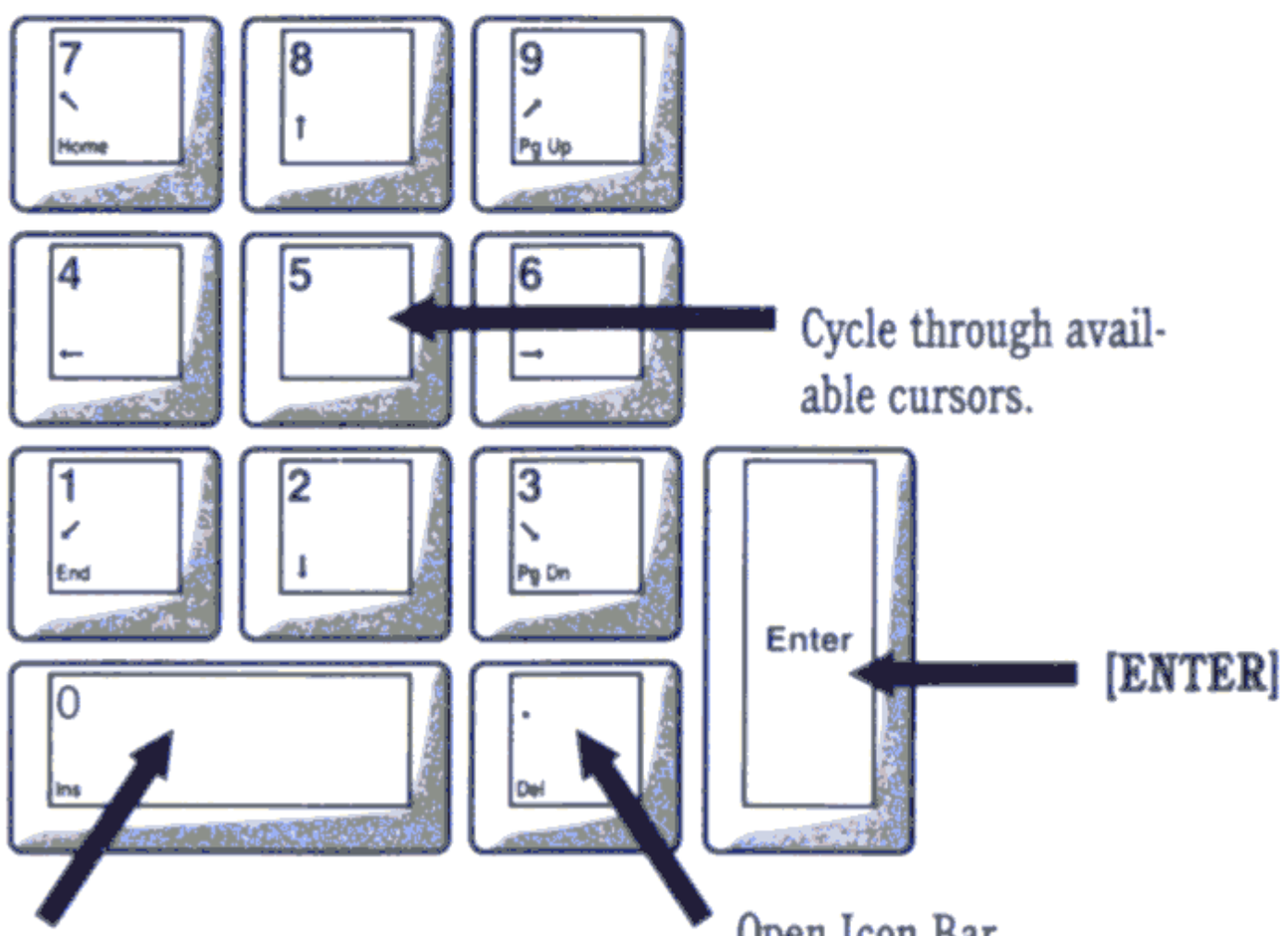
[ENTER]

Cycle through available cursors. [Ctrl-Click] Toggle between WALK and last cursor chosen.

For other commands, mouse users can use the numeric keyboard.

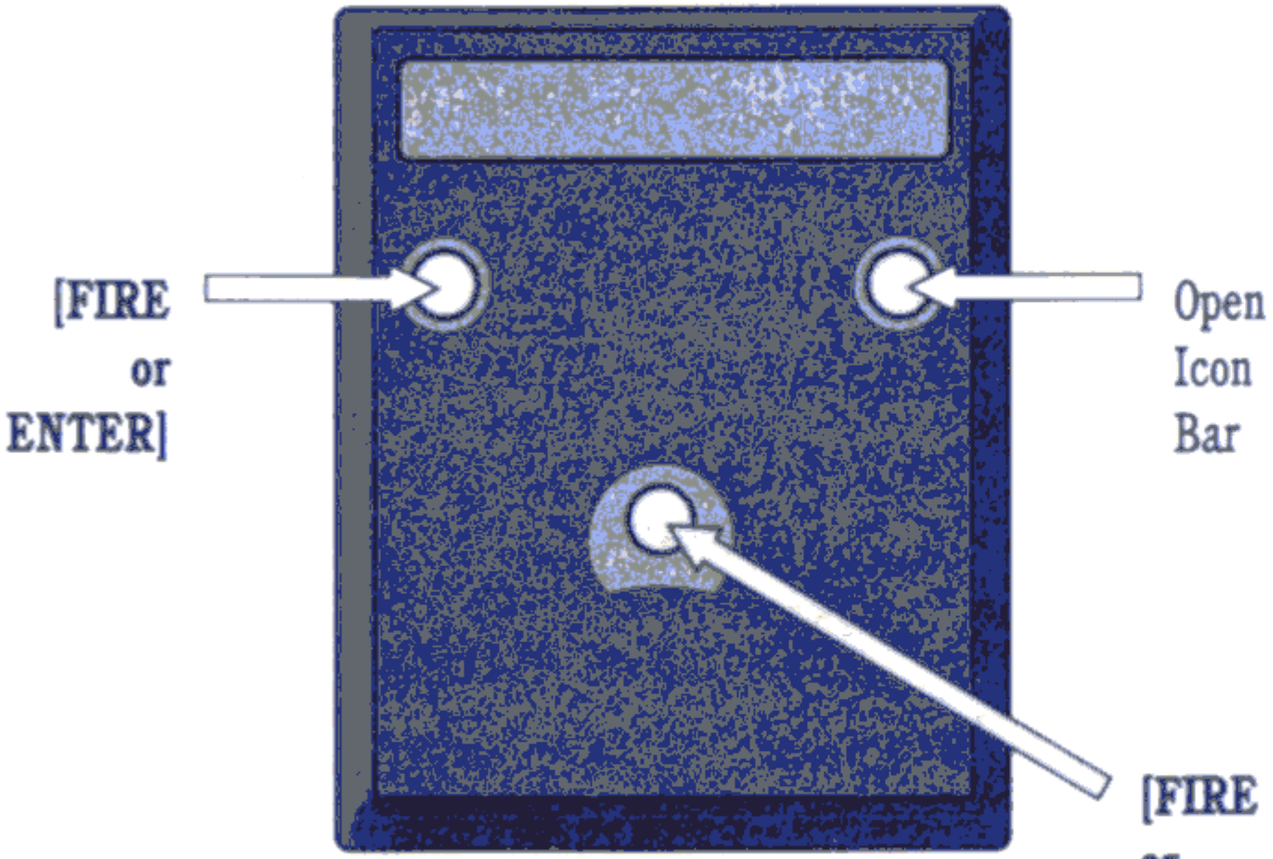
Using a Keyboard to Play King's Quest VI

To position the onscreen cursor or move your game character using a keyboard, press a direction key (arrow keys) on the numeric keypad. To stop your character, press the same direction key again. To open the icon bar, press the ESCAPE key or DELETE key. To select an Icon or execute a command, press [ENTER]. For more detailed keypad instructions, see below.



Using a Joystick to Play King's Quest VI

To position the onscreen cursor using a joystick, move the stick in the desired direction. To open the icon bar, press the ESCAPE key or DELETE key. To select an Icon or execute a command, press the FIRE button. For more detailed joy-stick instructions, see below.



For other commands, joystick users can use the numeric keyboard.

SAVING YOUR GAME

For directions on how to save, please refer to the On-Line tutorial.

To allow for errors in judgement and creative exploration, we recommend that you frequently save your game in progress, and that you save several different games from different points as you play. You will always want to save your game before encountering potentially dangerous situations. You should also save your game after you have made significant progress. You may name your saved games using standard English phrases. For example, if you are standing on a beach, you might call your game ***'standing on beach'****, or simply* ***'beach'****.*

LOOK *everywhere. Thoroughly explore your surroundings. Open doors and drawers. Look closely at all objects you encounter or you may miss important details which you'll need to complete the game.*

EXPLORE *each area of the game very carefully, and DRAW A MAP as you progress through the game. Make a note of each area you visit, and include information about objects found there and dangerous areas nearby. If you miss an area, you may miss an important clue!*

GET *objects you think you will need. You can see an inventory of items you've acquired by choosing the inventory icon at any time.*

USE *the items you have picked up to solve problems in the game. Different approaches to a puzzle may bring about different outcomes.*

BE CAREFUL, *and remain alert at all times — disaster may strike in the most unlikely of places!*

SAVE YOUR GAME OFTEN, *especially when you are about to try something new or potentially dangerous. This way, if the worst should happen, you won't have to start all over again from the beginning. Save games at different points, so you will always be able to return to a desired point in the game. In effect, this will enable you to backup in the game and do things differently if you wish.*

DON'T GET DISCOURAGED. *If you come to an obstacle that seems insurmountable, don't despair. Spend some time exploring another area, and come back later. Every problem in the game has at least one solution, and some have more than one. Sometimes solving a problem one way will make it harder to solve the next, and sometimes it will make it easier. If you get stuck, you might try backtracking to an earlier point in the game, then choosing a different path.*

BRING ALONG SOME HELP. *You may find it helpful (and fun) to play the game with a friend. Two (or more) heads are better than one at interpreting clues and solving problems.*

NEED A HINT?

If you find yourself 'a little stuck' while playing a Sierra game, try the following ideas:

1. *Call our automated hint line at (900) 370-KLUE to receive a hint.*
   THIS SERVICE IS AVAILABLE 24 HOURS A DAY. THE CHARGES ARE: 75 CENTS PER MINUTE. IF YOU ARE UNDER 18 YEARS OF AGE, YOU MUST HAVE A PARENT'S PERMISSION TO CALL. THE CONTENTS OF ALL MESSAGES ARE SOLELY THE RESPONSIBILITY OF SIERRA ON-LINE. HINTS WILL NOT BE GIVEN TO YOU ON OTHER SIERRA TELEPHONE LINES. AT THIS TIME, THE AUTOMATED HINT SYSTEM IS ONLY AVAILABLE WITHIN THE UNITED STATES.
2. *If you are unable to obtain a hint book through a dealer, you can order one directly from us. Call* ***(800) 326-6654*** *to place your order with a Visa, MasterCard, American Express card, Discover card, or write :*

   Sierra On-Line Inc.
   Order Department
   P.O. Box 978 Oakhurst
   CA 93644-0978

3. *Your local software dealer may carry our hint books, or may be willing to order them for you.*
4. *If you have a modem, you can talk to the Sierra Bulletin Board through the following number: (209) 683-4463*

   Our settings are 300, 1200, 2400 or 9600 Baud;
   8 Data Bits; No Parity; 1 Stop Bit.
   Once you are logged in, follow the menus.

5. *Many other bulletin boards also provide hints to our games. For more information on these BBS lines, you can call these toll-free numbers:*
   Compuserve (800) 848-8199 Prodigy (800) 822-6922
   PCLink (800) 458-8532 America On Line (800) 827-6364
   GEnie (800) 638-9636
6. *The magazine* ***Questbuster's Journal*** *is a helpful source of many game hints.*
7. *Write a letter to:* ***Sierra Hint Department***
   P.O. Box 200 Coarsegold
   CA 93614-0200

ATTENTION U.K. CUSTOMERS: *To better serve our European customers, Sierra On-Line now has an office in England. This office can provide customer support for all of your Sierra On-Line products. From disk replacements to technical problems, the Sierra U.K. office is anxious to help you get the most from your Sierra software.* ***The Customer Support phone number is [44] 734 303171.***

The address is: ***Sierra On-Line Limited***
Unit 2, Technology Center, Station Road
Theale, Berkshire RG7 4AA, U.K.

If you're stuck in a Sierra game, the U.K. office can provide hints to help you out. ***The hint line phone number is [44] 734 304004.*** *If you have a modem, the Sierra U.K. Bulletin Board Service [BBS] can be a source of hints and other information.* ***The Sierra U.K. BBS is [44] 734 304227.***

NEED TECHNICAL HELP?

First refer to the Technical section in your manual. If you continue to have problems, technical assistance is only a telephone call away. Call ***(209) 683-8989*** *for convenient, person-to-person service, or if you prefer, you may request assistance by mail. If you choose to write to us with your request, please state your computer type, nature of your problem, and any other information you feel will be helpful.*

Sierra On-Line
ATTN: Technical Support
P.O. Box 800, Coarsegold
CA 93614-0800

You may also fax a description of your problem. Include a return phone number and one of our representatives will call you. ***Our fax number is (209) 683-3633.***

COMPACT DISC REPLACEMENT POLICY

We will gladly replace your program free of charge for the first 90 days of ownership (please enclose a copy of your dated sales receipt with your request). After 90 days there is a $10.00 charge.

Sierra On-Line, Inc.
P.O. Box 485, Coarsegold
CA 93614
ATTN: Returns

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